

REVISIONS TO CLAIMS

1. (original) A method for controlling a media player, comprising:
 - establishing at least one rule defining a predefined user activity, said rule
 - including at least one condition and an action item to be performed to automatically adjust said
 - media player when said rule is satisfied;
 - analyzing at least one of audio and video information focused on a user to identify
 - said condition; and
 - performing said action item if said rule is satisfied.
2. (original) The method of claim 1, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to pause said media player.
3. (original) The method of claim 1, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to said media player to begin recording.
4. (original) The method of claim 1, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to said media player to enter a power save mode.

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5. (original) The method of claim 1, wherein said user activity is a predefined gestural command and said action item is the issuance of a corresponding command to said media player.

6. (currently amended) A method for controlling a ~~media player~~ device, comprising:
analyzing at least one of audio and video information focused on a user to identify
at least one predefined user activity; and
performing a predefined action item to automatically adjust said ~~media~~
~~player~~ device when said user activity is identified,
wherein the predefined activity is not related to controlling the device.

7. (currently amended) The method of claim 6, wherein
said device is a media player; and
said user activity suggests that said user is not paying attention to said media player and
said action item is the issuance of a command to pause said media player.

8. (currently amended) The method of claim 6, wherein
said device is a media player; and
said user activity suggests that said user is not paying attention to said media player and
said action item is the issuance of a command to said media player to begin recording.

9. (currently amended) The method of claim 6, wherein
said device is a media player; and

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said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to said media player to enter a power save mode.

10. (cancelled)

11. (original) A system for controlling a media player, comprising:
a memory for storing computer readable code; and
a processor operatively coupled to said memory, said processor configured to:
establish at least one rule defining a predefined user activity, said rule including at least one condition and an action item to be performed to automatically adjust said media player when said rule is satisfied;
analyze at least one of audio and video information focused on a user to identify said condition; and
perform said action item if said rule is satisfied.

12. (original) The system of claim 11, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to pause said media player.

13. (original) The system of claim 11, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to said media player to begin recording.

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14. (original) The system of claim 11, wherein said user activity suggests that said user is not paying attention to said media player and said action item is the issuance of a command to said media player to enter a power save mode.

15. (original) The system of claim 11, wherein said user activity is a predefined gestural command and said action item is the issuance of a corresponding command to said media player.

16. (currently amended) A system for controlling a ~~media player~~device, comprising:
a memory for storing computer readable code; and
a processor operatively coupled to said memory, said processor configured to:
analyze at least one of audio and video information focused on a user to identify
at least one predefined user activity; and
perform a predefined action item to automatically adjust said ~~media player~~device
when said user activity is identified,
wherein the predefined activity is not related to controlling the device.

17. (currently amended) The system of claim 16, wherein
said device is a media player; and
said user activity suggests that said user is not paying attention to said ~~media~~
~~player~~device and said action item is the issuance of a command to pause said media player.

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1 18. (currently amended) The system of claim 16, wherein
2 said device is a media player; and
3 said user activity suggests that said user is not paying attention to said media player and
4 said action item is the issuance of a command to said media player to begin recording.

1 19. (currently amended) The system of claim 16, wherein
2 said device is a media player; and
3 said user activity suggests that said user is not paying attention to said media player and
4 said action item is the issuance of a command to said media player to enter a power save mode.

1 20. (cancelled)

2 21. (original) An article of manufacture for controlling a media player, comprising:
3 a computer readable medium having computer readable code means embodied
4 thereon, said computer readable program code means comprising:
5 a step to establish at least one rule defining a predefined user activity, said rule
6 including at least one condition and an action item to be performed to automatically adjust said
7 media player when said rule is satisfied;
8 a step to analyze at least one of audio and video information focused on a user to
9 identify said condition; and
10 a step to perform said action item if said rule is satisfied.

REMARKS

22. (currently amended) An article of manufacture for controlling a ~~media~~device
~~player~~, comprising:

a computer readable medium having computer readable code means embodied
thereon, said computer readable program code means comprising:

a step to analyze at least one of audio and video information focused on a user to
identify at least one predefined user activity; and

a step to perform a predefined action item to automatically adjust said ~~media~~
~~player~~device when said user activity is identified,

wherein the predefined activity is not related to controlling the device.